

Write an ansible playbook that creates different directories on Linux Machine.

Example:

/var/folder1/folder2

/tmp/folder3/folder4 .. etc

Make sure that all the directories are stored in a Variable and " Loops" are used in creating the directories.

Note: Check if the directories are already present and then create if not.

Created the whole project in aws ec2 instance

Made 3 ec2 instance out of which two are agent or slave and one is master

Connect them with the help of ssh key pairs

Now install ansible in master and make yml file as:

```
---
- name: Create Directories on Linux Machine
  hosts: all
  become: true

  vars:
    directories:
      - /var/folder1/folder2
      - /tmp/folder3/folder4

  tasks:
    - name: Create Directories
      file:
        path: "{{ item }}"
        state: directory
      loop: "{{ directories }}"
      when: not ansible_facts['file_'+item]['exists']
```

Now execute the file with command
Ansible-playbook directories.yml

```
(root@ip-172-31-11-58 ec2-user)# ansible-playbook directories.yml

PLAY [Create Directories on Linux Machine] *****

TASK [Gathering Facts] *****
[WARNING]: Platform linux on host 172.31.2.169 is using the discovered Python interpreter at /usr/bin/python, but future installation of another Python interpreter could change this. See https://docs.ansible.com/ansible/2.9/reference_appendices/interpreter_discovery.html for more information.
ok: [172.31.2.169]
[WARNING]: Platform linux on host 172.31.6.71 is using the discovered Python interpreter at /usr/bin/python, but future installation of another Python interpreter could change this. See https://docs.ansible.com/ansible/2.9/reference_appendices/interpreter_discovery.html for more information.
ok: [172.31.6.71]

TASK [Create Directories] *****
changed: [172.31.2.169] => (item=/var/folder1/folder2)
changed: [172.31.6.71] => (item=/var/folder1/folder2)
changed: [172.31.2.169] => (item=/tmp/folder3/folder4)
changed: [172.31.6.71] => (item=/tmp/folder3/folder4)

PLAY RECAP *****
172.31.2.169      : ok=2    changed=1    unreachable=0    failed=0    skipped=0    rescued=0    ignored=0
172.31.6.71      : ok=2    changed=1    unreachable=0    failed=0    skipped=0    rescued=0    ignored=0
```